

Disney

FROZEN

The Official Magazine



A NEW STORY

The Mystery of
the Rag DollSOLVE
MYSTERIES
WITH YOUR
Disney
FROZEN II
FRIENDS!

ARTS & CRAFTS

Make a Treasure
Hunt Map!Hunting
for Clues!

Disney FROZEN

The Official Magazine



Shhh... Quiet, please. There's an investigation underway! In this issue's story, Olaf is playing detective and is trying to shed light on a few mysteries in Arendelle. The truth is always nearby if you follow the right trail. That's something Elsa knows all too well. She mustered up her courage to take on the unknown, following a mysterious voice that called her. Join the investigations your favorite characters are conducting in this issue of **Frozen, the Official Magazine**. Clue after clue, you'll be on your way to solving mysteries big and small. Play, create, and have fun!

WELCOME 2

Meet your friends and play with them to discover the theme of this issue.

READ 4 21

Follow and experience the exciting adventures of Anna, Elsa, and their friends!

PLAY 9 12 18 20

28 30

Get focused and test your skills with fun activities and quizzes featuring your friends from *Frozen 2*.

DESIGN 10 15 26

Use your imagination to draw and color scenes and pictures of your favorite characters.

CRAFT 14

Discover an original idea for creating a piece of easy-to-make *Frozen 2*—inspired art.

Seeking Sven



Play this board game with a friend and try to find Sven in the mountains!



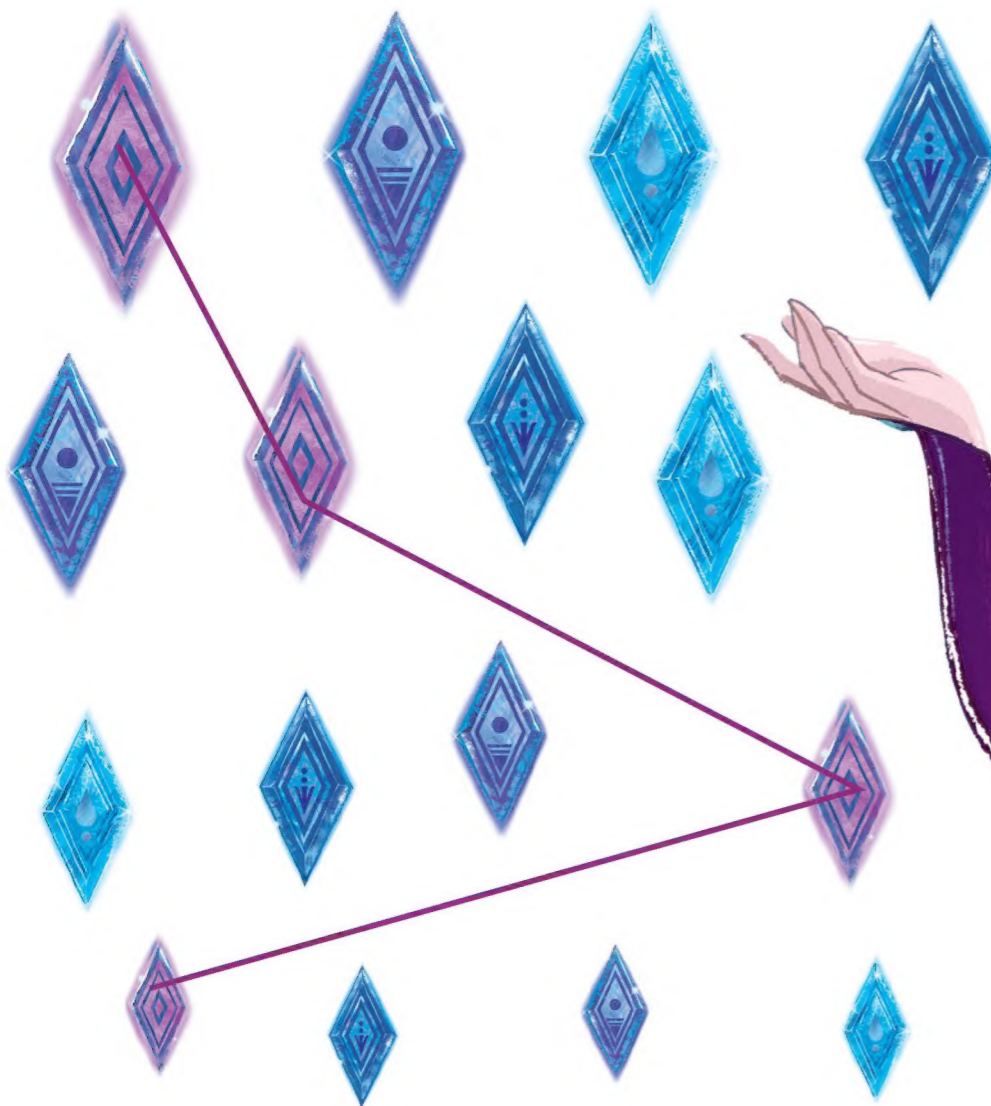
WELCOME

Toward the Truth

Elsa's epic journey is brimming with important clues that lead her closer and closer to the truth. Let's relive three key moments of her adventure.

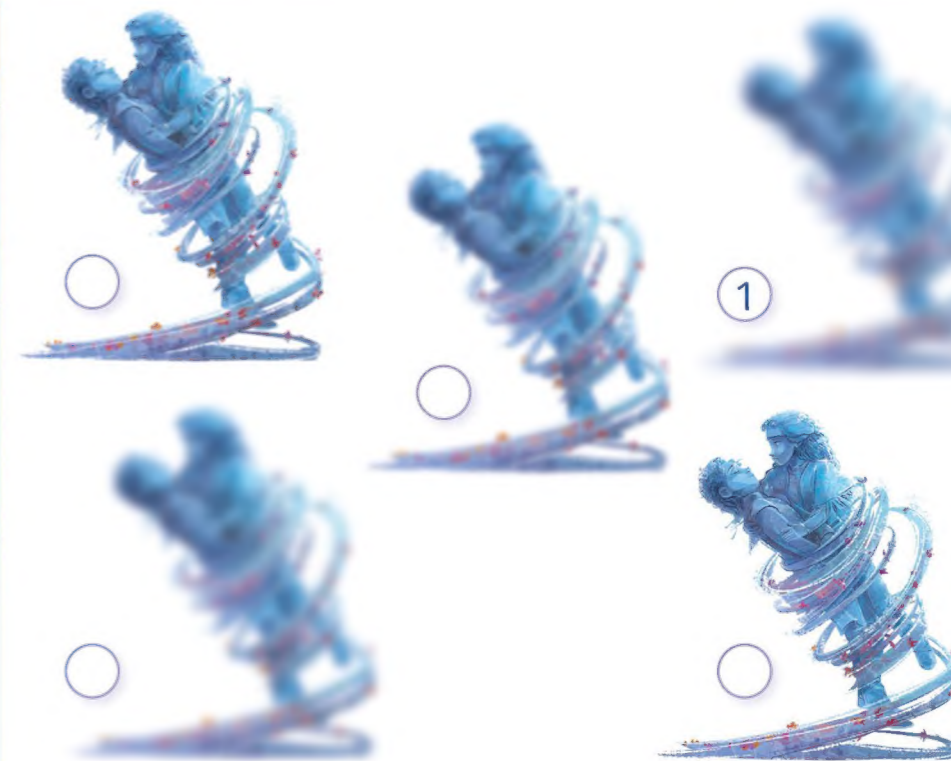
Crystals in the Sky

One night in Arendelle, Elsa sees mysterious crystals that suddenly appear in the sky after a blast of her magic. **CONNECT** the matching symbols from the smallest to the biggest.



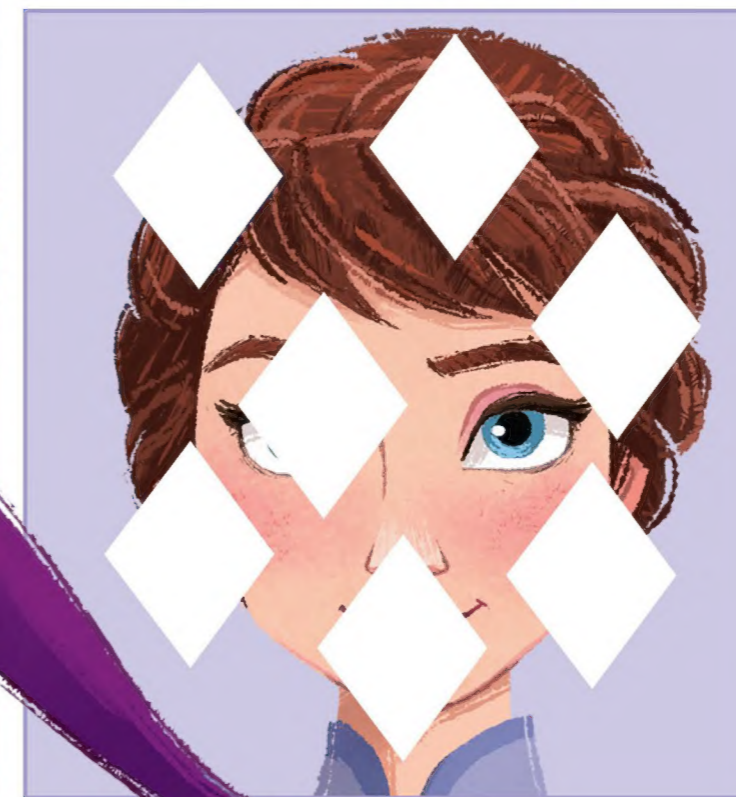
Frozen in Time

After she reaches the Enchanted Forest, Elsa's magic creates an ice statue showing a girl saving a boy. This is a very important hint that will lead her to the truth about the story of her family. **PUT** these images in **ORDER** from the blurriest to the clearest.



A Familiar Face

After courageously stepping inside the glacier Ahtohallan, Elsa sees the face of her mother, Iduna, on the icy walls and ceiling. **CONNECT** the missing pieces to the blanks to help her reconstruct it. The mystery of the voice calling her finally unfolds!





READ

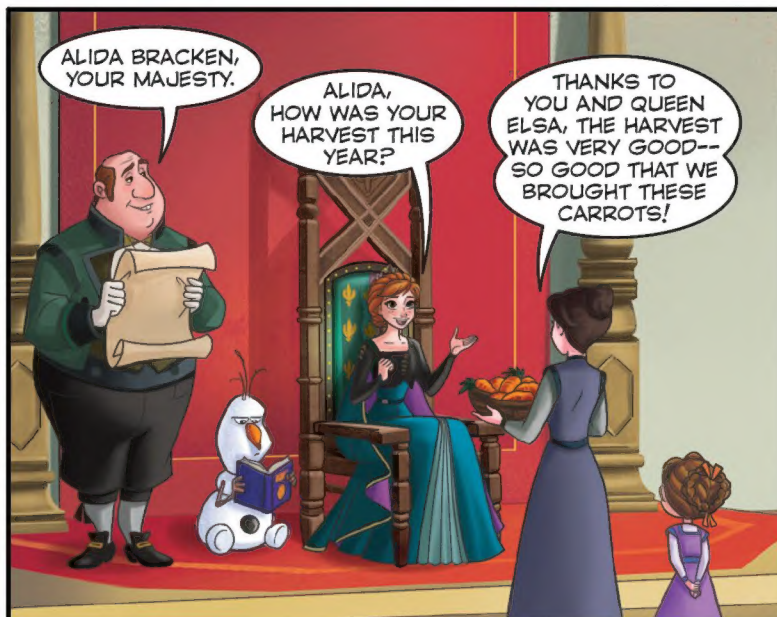
The Mystery of the Rag Doll

Part 1

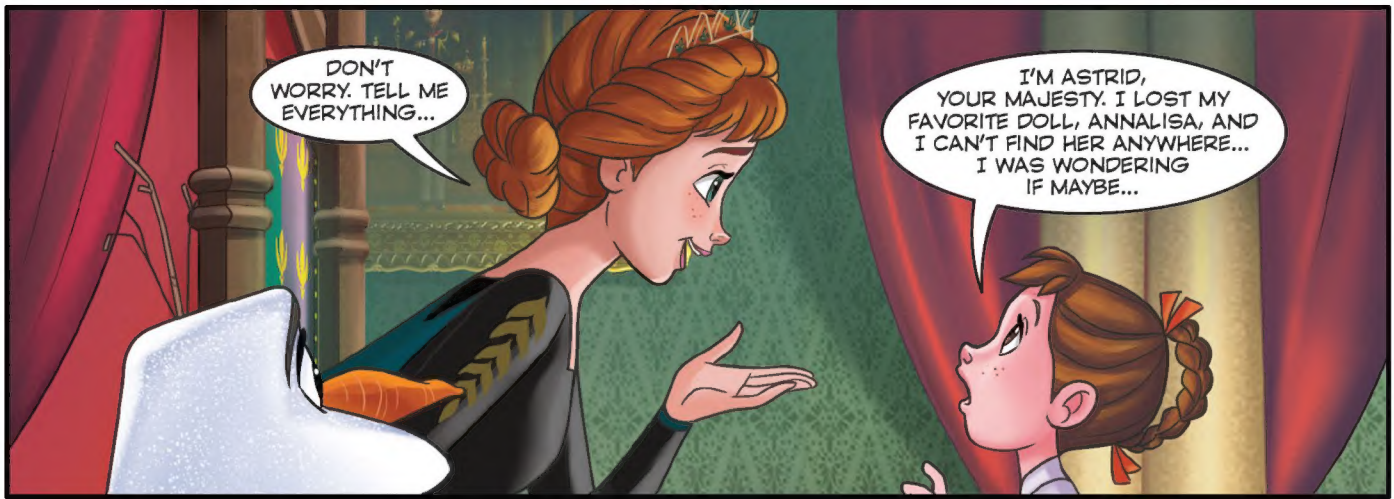
AS SHE DOES EVERY WEEK, THE NEW QUEEN OF ARENDELLE, ANNA, RECEIVES HER PEOPLE...



... AND SOMEONE IS EAGER TO LEND A HAND!

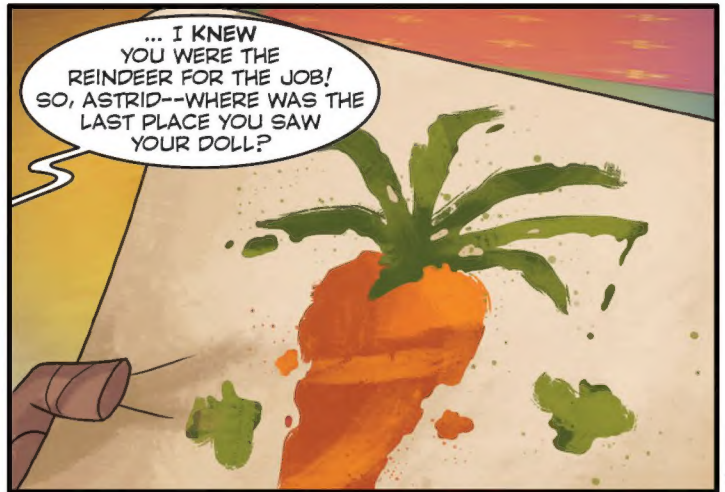


Script by Francesca Frigo; layout: Elisabetta Melaranci; cleanup: Letizia Algeri; color: MAAWillustration

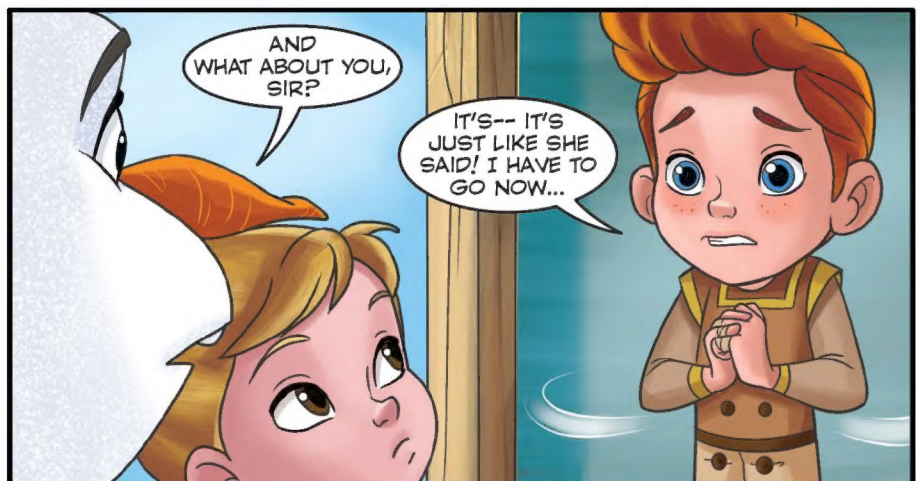
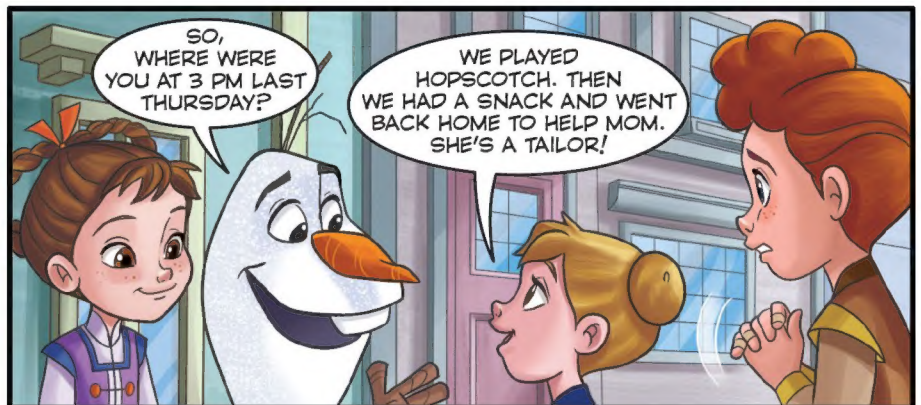


SO, OLAF STARTS HIS VERY FIRST INVESTIGATION!



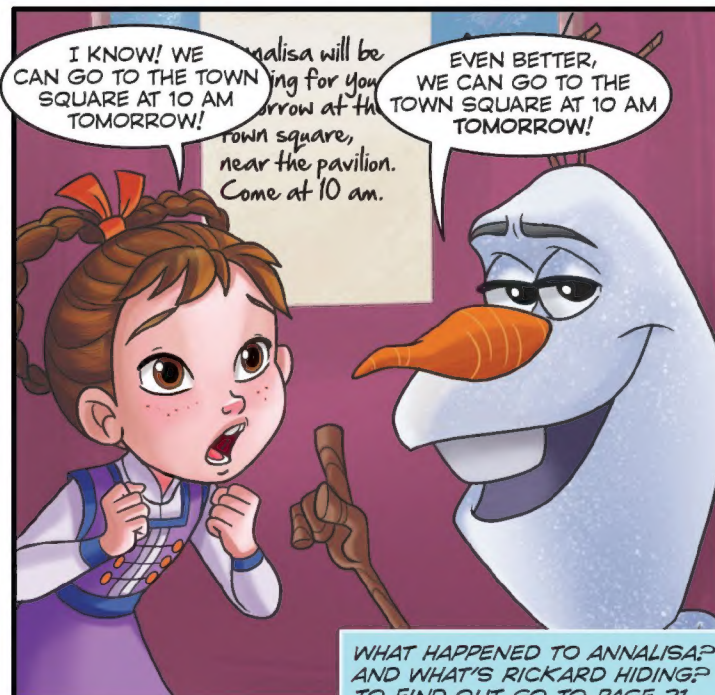
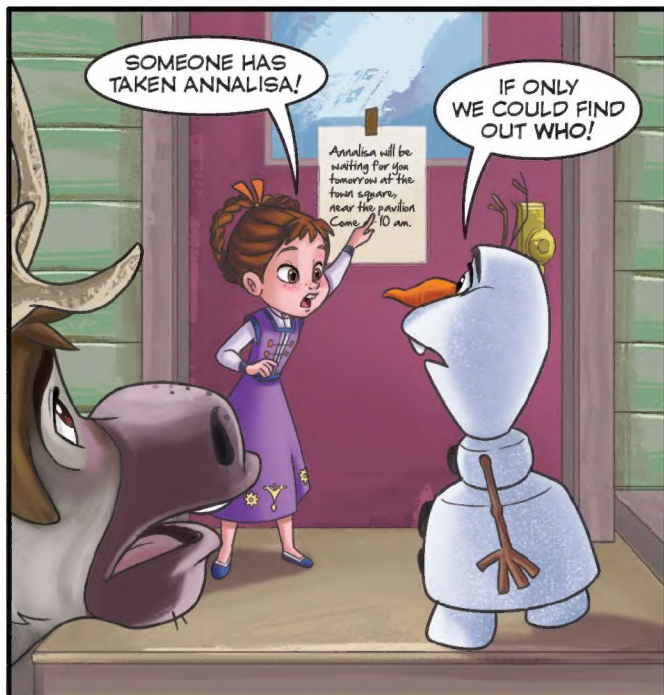
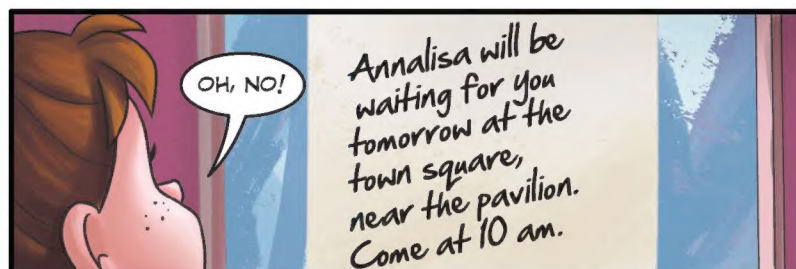
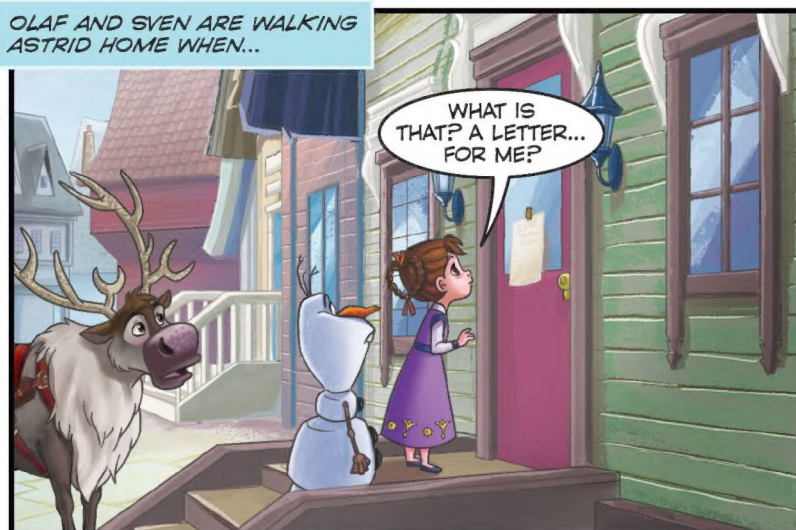


"IN THE MAIN SQUARE, TWO DAYS AGO..."





OLAF AND SVEN ARE WALKING ASTRID HOME WHEN...



In Search of Answers

Elsa always proves her courage, even in the most difficult situations. The sight of the shipwreck doesn't stop her search for clues: what does it hide?



A Mysterious Wreck

A familiar flag waves sadly in the wind: Anna and Elsa recognize the emblem of Arendelle! Join the sisters in their attentive observation and **SPOT** the ten differences between the two scenes.



A Case for Olaf

A girl's doll needs to be found! It suddenly disappeared, and Anna has assigned Olaf the task of solving this mystery in order to put the smile back on their little friend's face.

Step 1: Uncover the Identity

This is Olaf's first case as a detective, but he realizes that to find the missing doll, he needs to know what it looks like. **SOLVE** the addition problems, then follow the key to **COLOR** the doll.

- | | | | | | |
|----|---|----|---|----|---|
| 14 |  | 8 |  | 6 |  |
| 10 |  | 12 |  | 11 |  |

$2+1+5=$

$3+4+3=$

$3+3+6=$

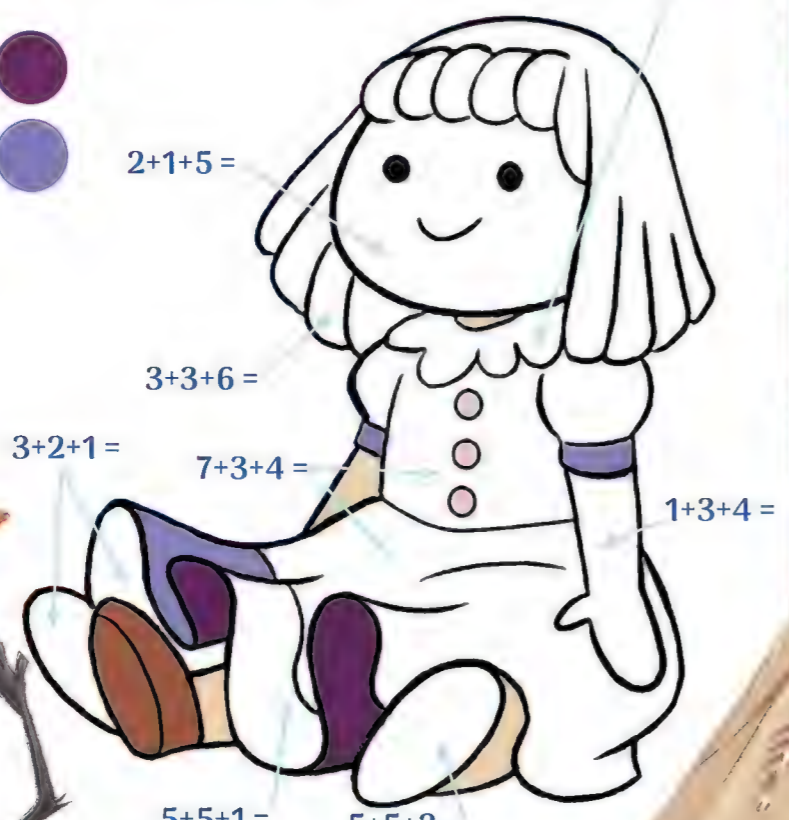
$3+2+1=$

$7+3+4=$

$1+3+4=$

$5+5+1=$

$5+5+2=$



Step 2: A Key Clue

After listening to eyewitness accounts and scouring the village, Olaf has come to the conclusion that a tailor has taken the doll. **FOLLOW** the sequence and **COLOR** the spools of thread accordingly.



Good Job, Olaf!

Thanks to his investigative smarts, Olaf has found the doll. **COLOR** the dotted sections to complete his badge. His next mission awaits!





PLAY

A Treasure Hunt

Olaf has organized a treasure hunt—a great idea to get the kids to come to the library! Everything's all set, and Anna can't wait for the fun to begin!

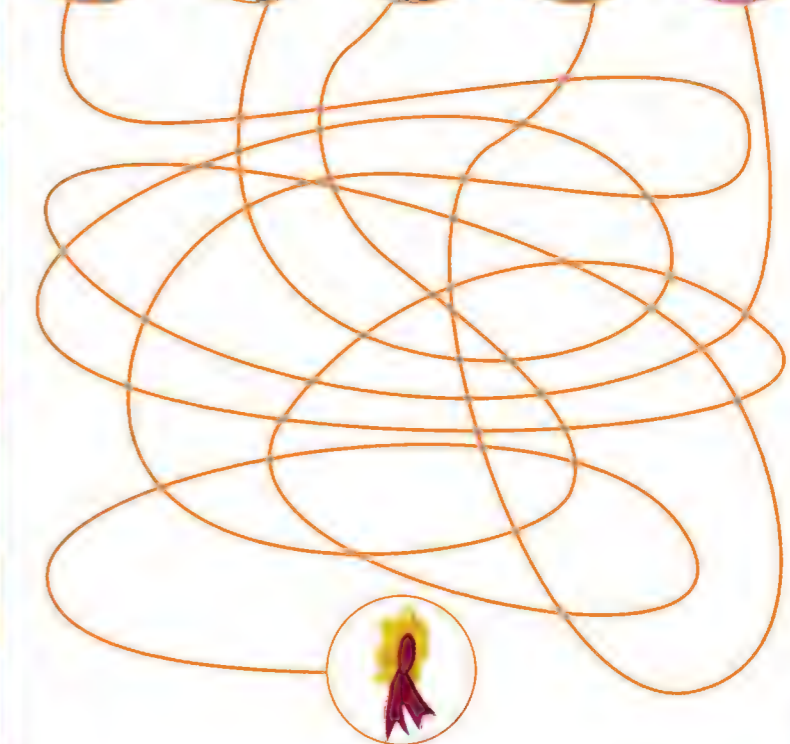
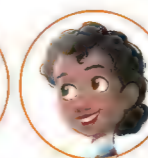
The Prize

What else but a stack of books for the winner of a treasure hunt in a library! Take a look at the stack in the **CIRCLE** and **SPOT** the one that matches it among the group below.



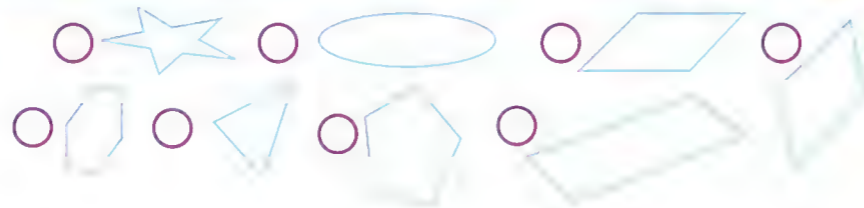
And the Winner Is...

Which kid found the treasure? **FIND** the path that leads to the ribbon to discover who won!



Look, Anna!

Olaf has hidden clues for the treasure hunt everywhere and is doing a test run with Anna before the kids show up. Help her **FIND** them all!



The Treasure Map

For some fun with friends, prepare a treasure hunt. Follow the steps to create a map, then hide the *Frozen 2* character badges from the inside back cover all the way to the treasure!

You'll Need

- A SHEET OF PAPER
- FELT-TIP PENS
- BAKING TRAY
- BOWL
- TEASPOON
- INSTANT COFFEE
- SMALL SPONGE



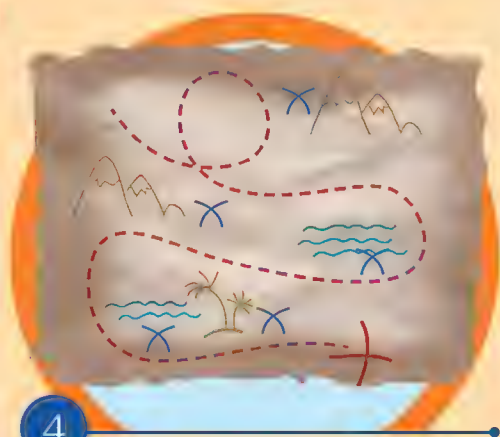
1 **PLACE** a teaspoon of instant coffee in the bowl and **ADD** 1/4 cup of hot water.



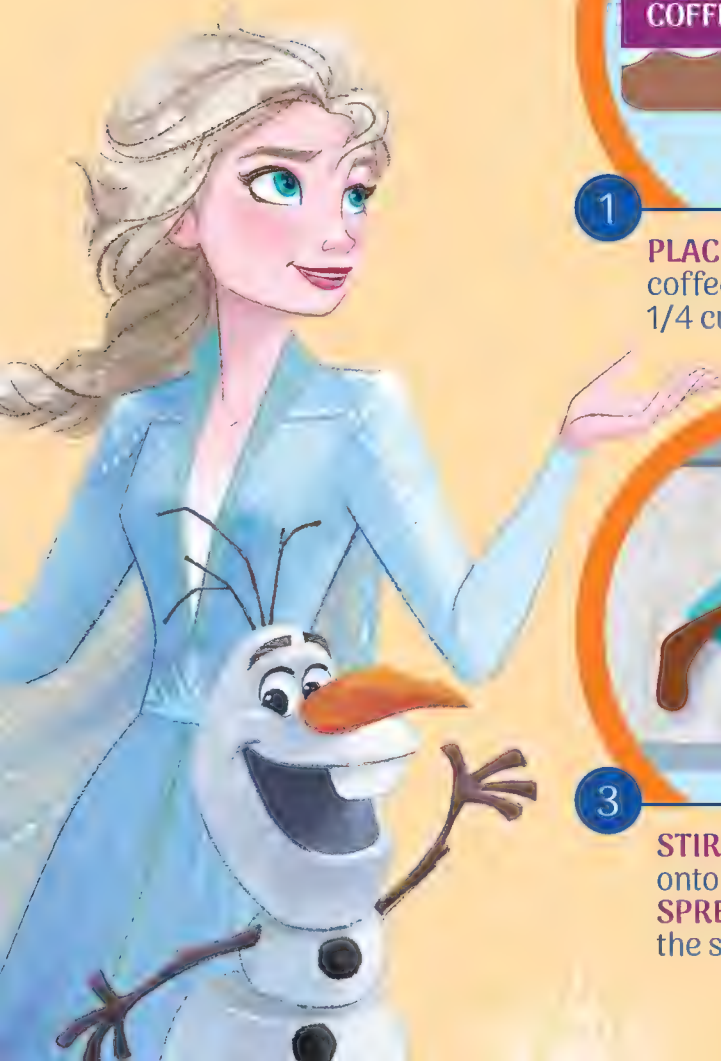
2 **CRUMPLE UP** the sheet of paper. Smooth it out on a baking tray, and you'll see how it's become wrinkled.



3 **STIR** the coffee, then pour it onto the sheet. Use a sponge to **SPREAD** the coffee evenly. Once the sheet is dry, **DRAW** a map.



4 Tear the edges to make them irregular. Now **HIDE** the character badges and use Anna's crown as the treasure!





Olaf Keeps Busy

Olaf likes to help Oddvar take care of his library in Arendelle. Today his job is to arrange the books. But he needs a helping hand from you!

A Creative Way

Olaf wants to create brightly colored bookshelves. The children of Arendelle are sure to appreciate his idea! **COLOR** the spines of the books based on the sequence in the disk alongside each shelf.





Disney
FROZEN II

*Strong as
the Sea*

Investigations Underway

Olaf loves being a detective. Now he's investigating some mysterious occurrences in the Arendelle castle. Let's join him. He's hot on the trail...

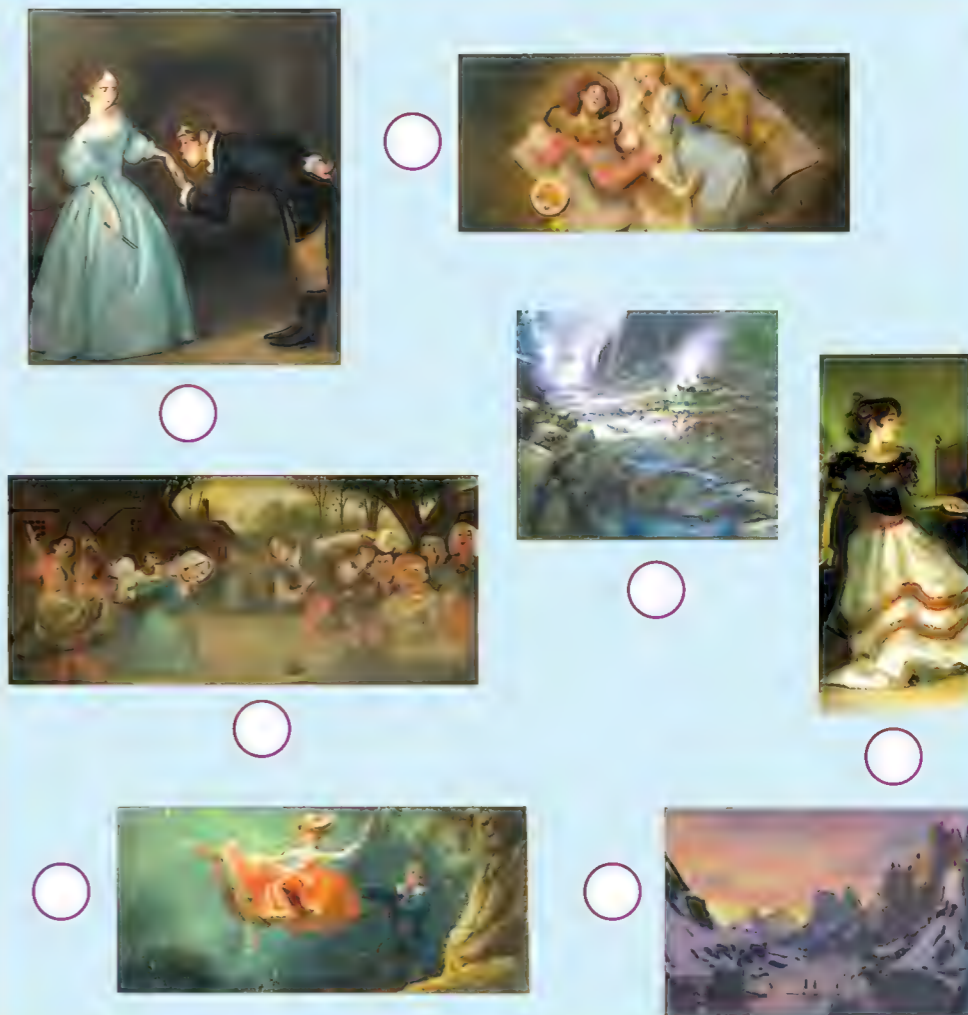
A Detective in the Castle

First he scours the castle in search of clues. But he's had some trouble with the ink he used to take notes. See which rooms he's explored and **COUNT** the ink splotches he dropped.



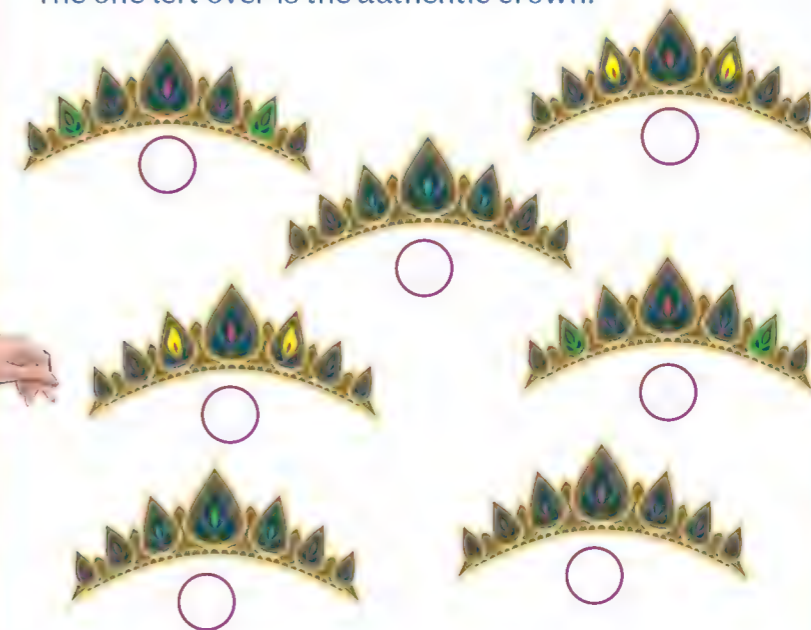
Art Mystery!

There's an empty frame in the castle library! To **FIND OUT** which painting has disappeared, compare the frame with the shapes of these paintings, and **CHECK OFF** the right one. Don't worry: later Olaf will discover that it's at the fine art restoration workshop, where it's being worked on.



The Authentic Crown!

The court jeweler created lots of different models before coming up with the right crown for the queen. But now they are all mixed up and no one knows where the actual crown is! Sounds like a new case for Detective Olaf! Help him **CONNECT** the matching pairs. The one left over is the authentic crown!

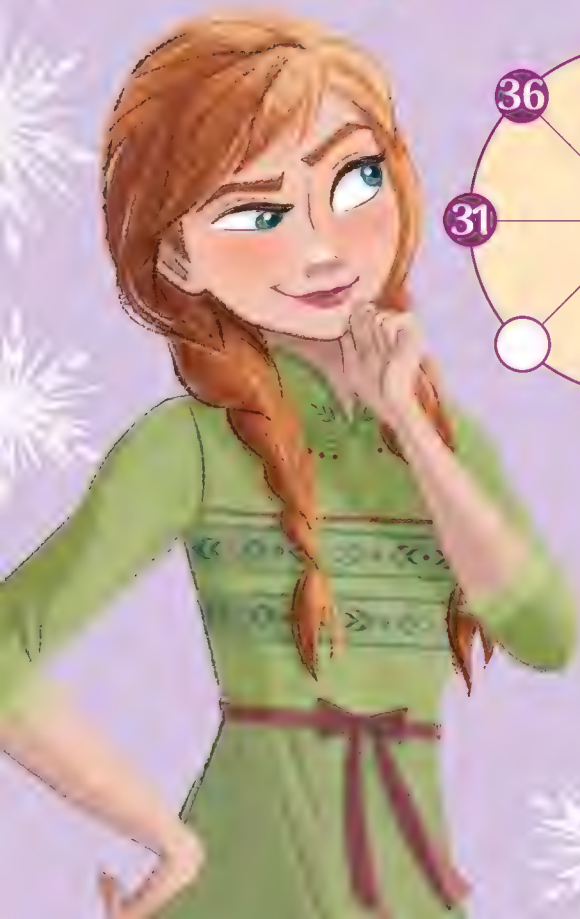
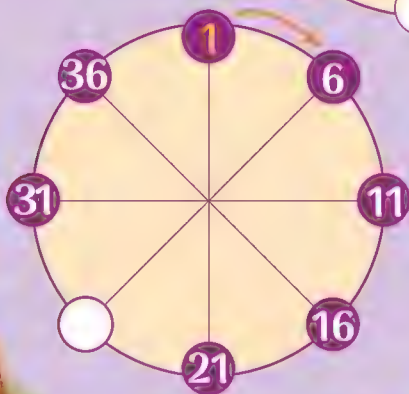
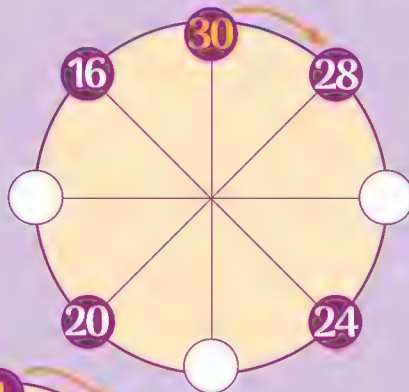
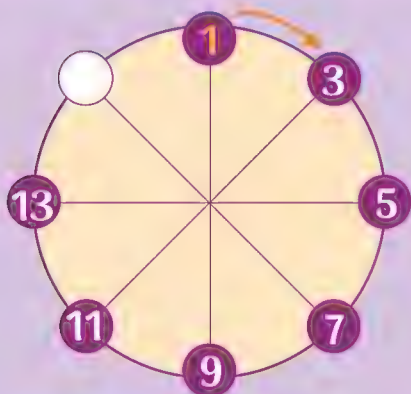


Join the Club

Lately Olaf has been enjoying books with tales of mystery, and he's even organized an exclusive book club for his friends to share his new passion and investigate together.

Secret Codes

To join the club, Anna has to solve a mystery. She needs to crack a secret code. Help her **DISCOVER** which numbers are missing from each sequence, and write them in the blanks.



The Mystery of the Rag Doll

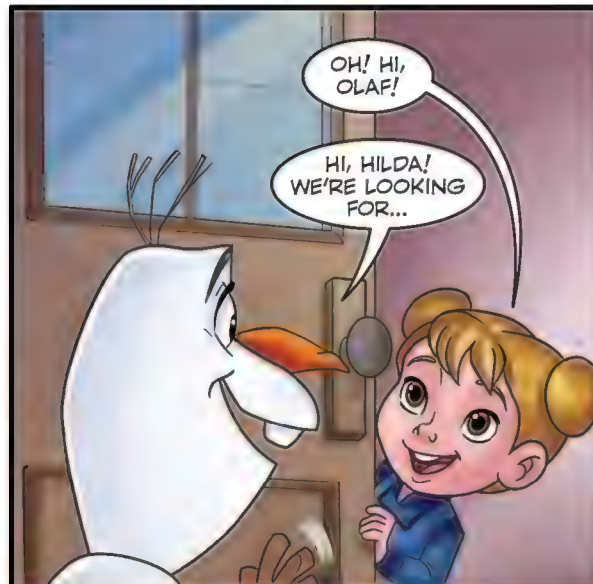
Part 2

SO, THE
NEXT DAY...



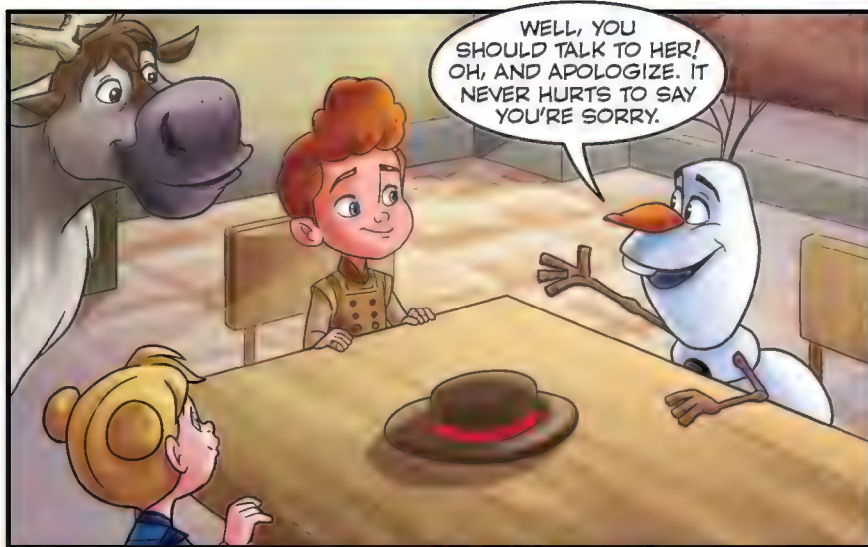
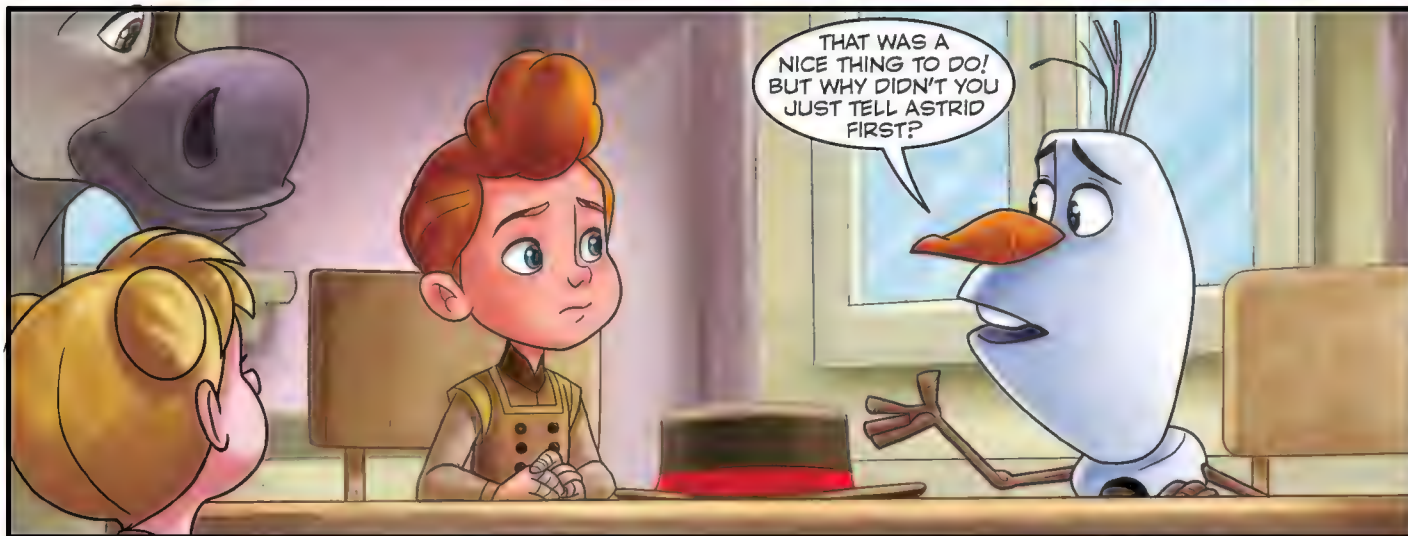


AND SO...



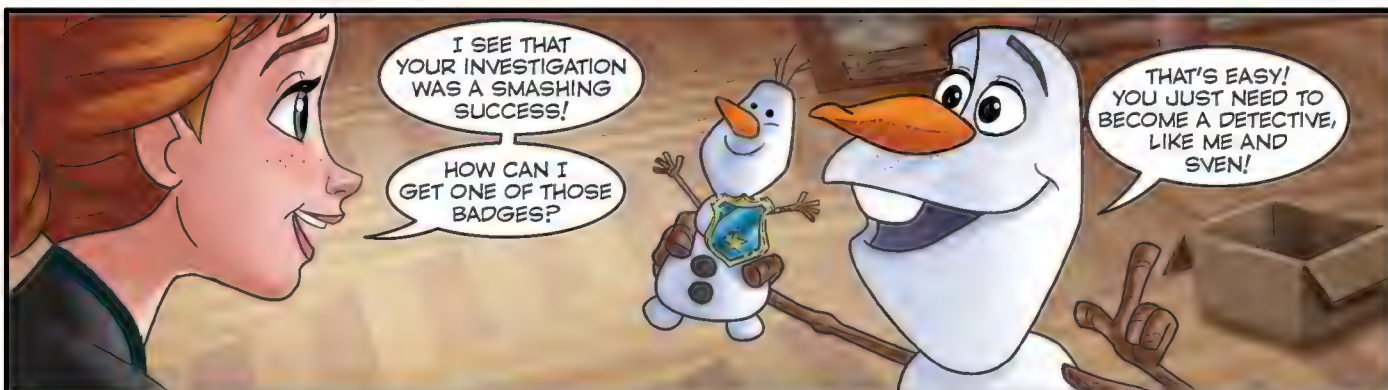
AND RICKARD EXPLAINS...







A FEW DAYS LATER...




The End


Clue Hunter


Olaf proudly shows Elsa what he’s learned: If you want to solve a mystery, you need to find the right clues. See how Olaf has practiced his detective skills.

Fingerprints

A good detective knows how to find and compare fingerprints. Take a look at the first ones, then try to **DRAW** identical reproductions in the blanks next to them.












































Look on the Ground

Footprints can also provide lots of useful information. **CONNECT** the dots to complete these shoes, then connect each one up with its print. Beware of the intruder!

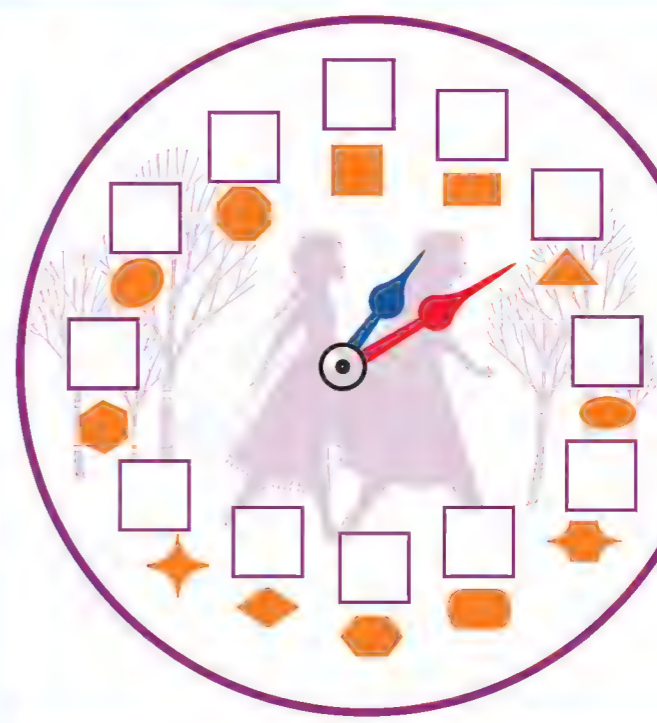


































Time Is of the Essence

It's important to keep an eye on time when you're conducting an investigation. Take a look at the symbols and the corresponding numbers. Then **MATCH UP** the shapes and **WRITE IN** the numbers to complete the clock.



 = 12
  = 3
  = 7
  = 5
  = 4
  = 10
  = 6
  = 1
  = 2
  = 8
  = 11
  = 9



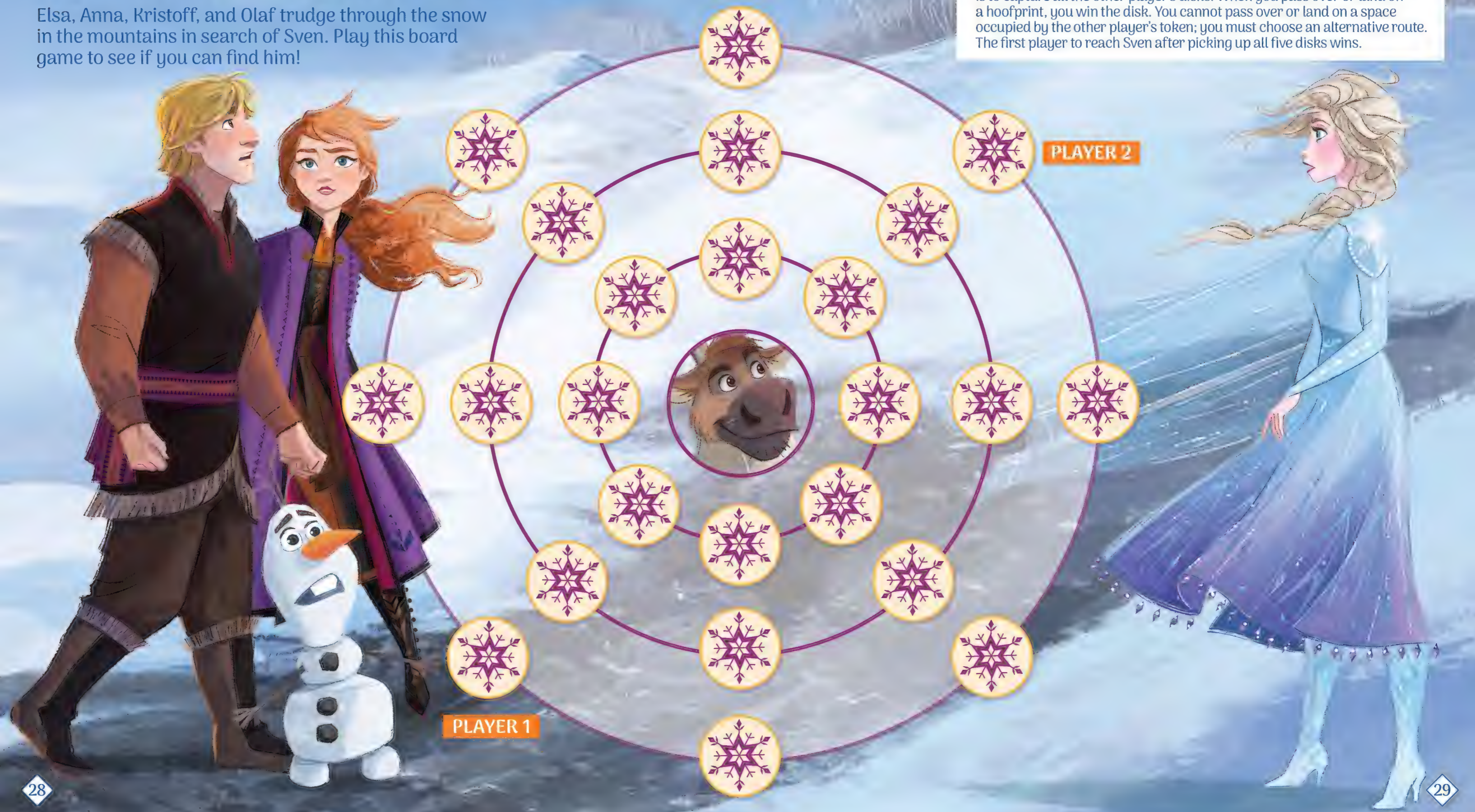
Where's Sven?

Elsa, Anna, Kristoff, and Olaf trudge through the snow in the mountains in search of Sven. Play this board game to see if you can find him!



A game for two players. **CUT OUT** the tokens, the special die, and the disks with Sven's hoofprints on them. Each player has different disks whose background matches their token. Place your disks, anywhere you like on the board.

Start from two positions opposite each other. Take turns rolling the die. **MOVE** any direction you like, except for diagonally. The object of the game is to capture all the other player's disks. When you pass over or land on a hoofprint, you win the disk. You cannot pass over or land on a space occupied by the other player's token; you must choose an alternative route. The first player to reach Sven after picking up all five disks wins.





Fond Memories

When Anna and Elsa were little, they spent a lot of time playing together. After all, it would be a long time before they were busy with royal duties. They still remember their old toys!

One of Anna's Favorites

Anna loved to play with one toy in particular. To see what it was, **CONNECT** the matching flowers with the help of a ruler. That's the only object that is not crossed by a line.



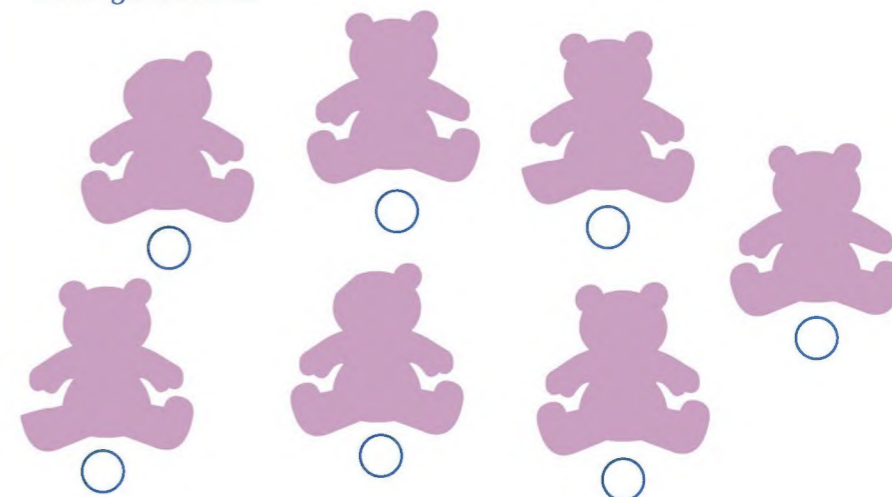
Elsa's Doll

This doll has a special meaning for Elsa. **PUT** the jumbled strips in order from one to nine to help her reconstruct it.



Teddy Bear Time

Anyone can recognize his or her teddy bear from a distance. **CONNECT** the pairs of matching silhouettes. The one left over belongs to Anna!



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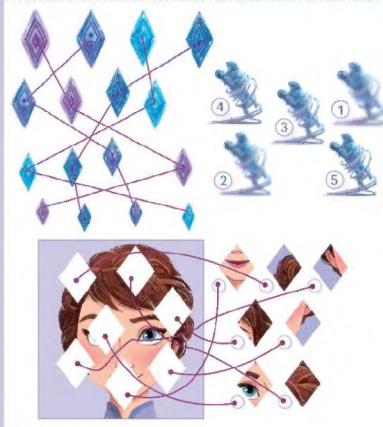
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Solutions

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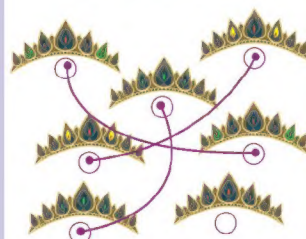
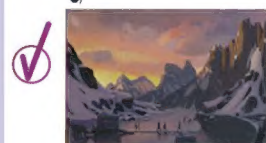
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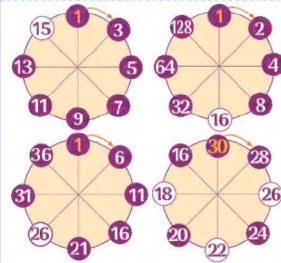
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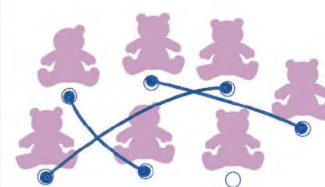
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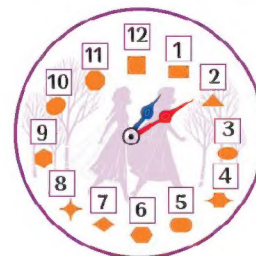
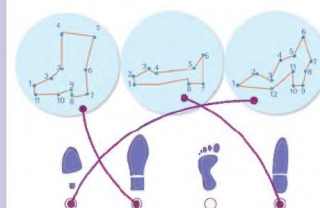
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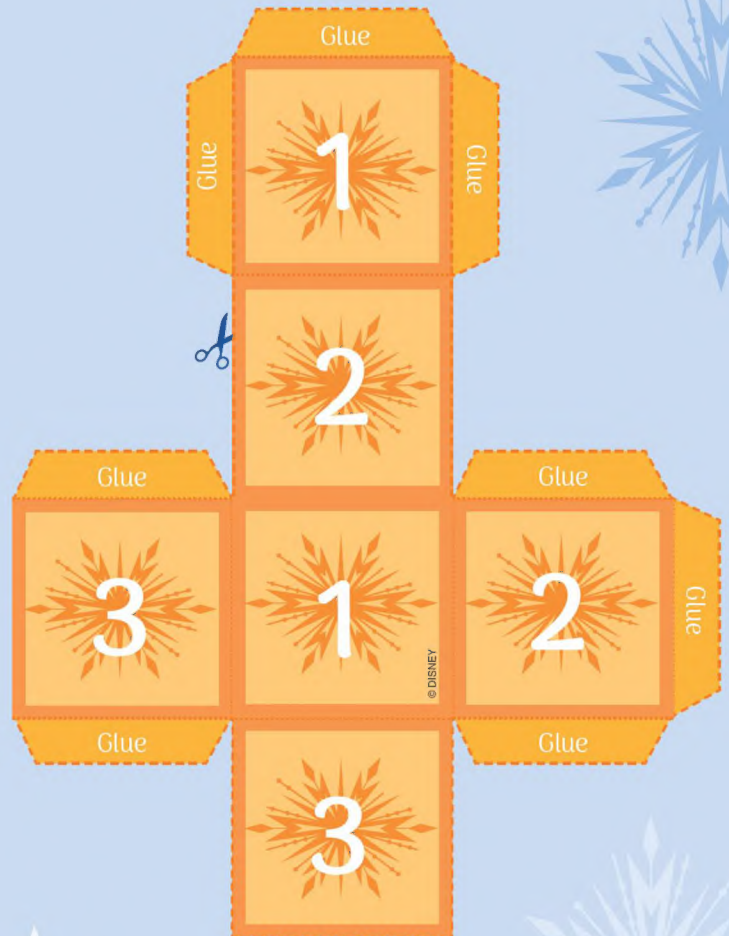
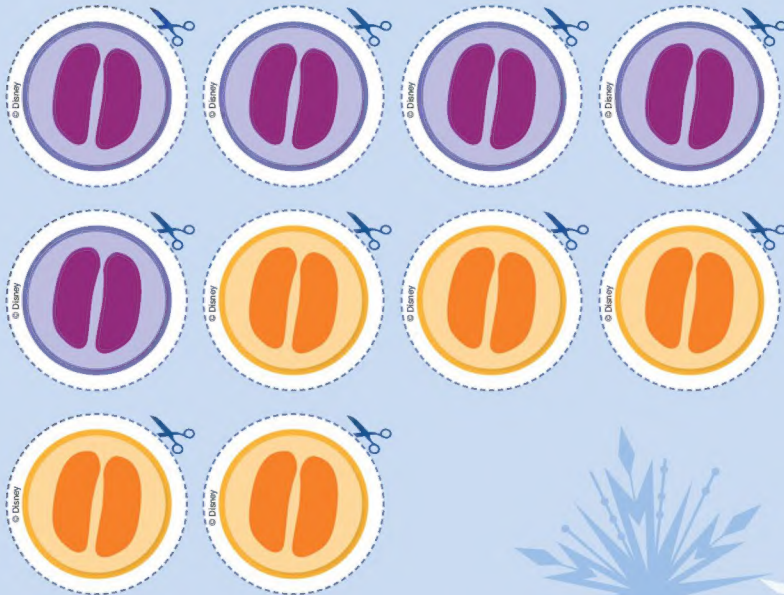
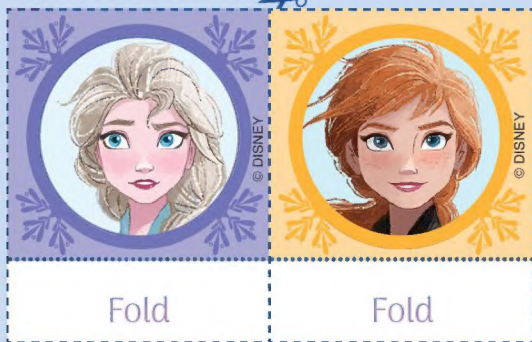
The Treasure Map

CUT OUT the disks and hide them for the treasure hunt. The crown will be the treasure!



Where's Sven?

CUT OUT the die, the disks, and the tokens to play the board game.



GREEN GIANT



*Like It?
Buy It!*